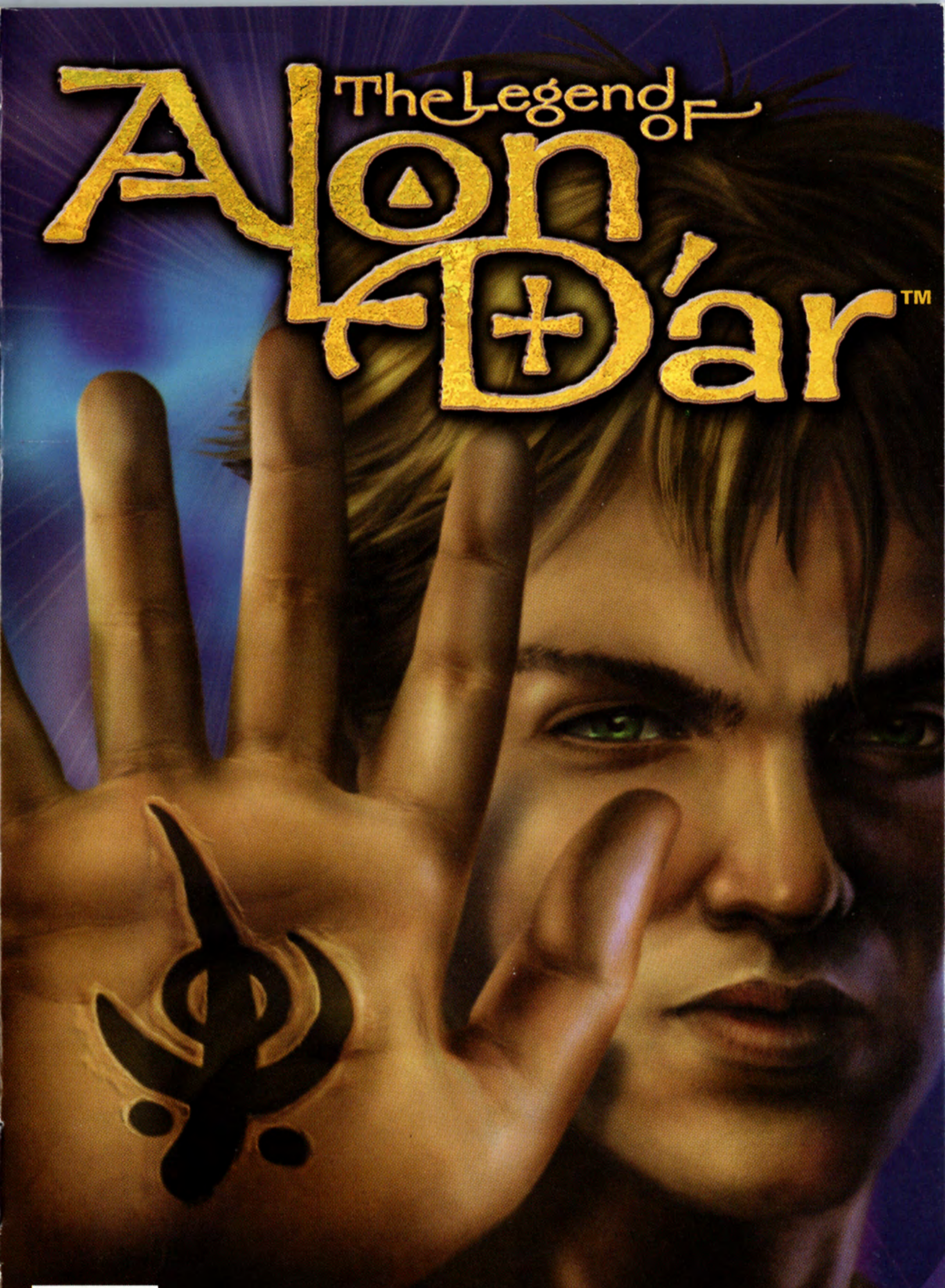
# The Legend of Alone D'ar™



TEEN
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CONTENT RATED BY ESRB

• MANUAL •

Ubi Soft
ENTERTAINMENT
www.ubisoft.com

**WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

**WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

**USE OF UNAUTHORIZED PRODUCT:**

The use of software or peripherials not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

**HANDLING YOUR PLAYSTATION 2 DISC:**

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge.

Never use solvents or abrasive cleaners.

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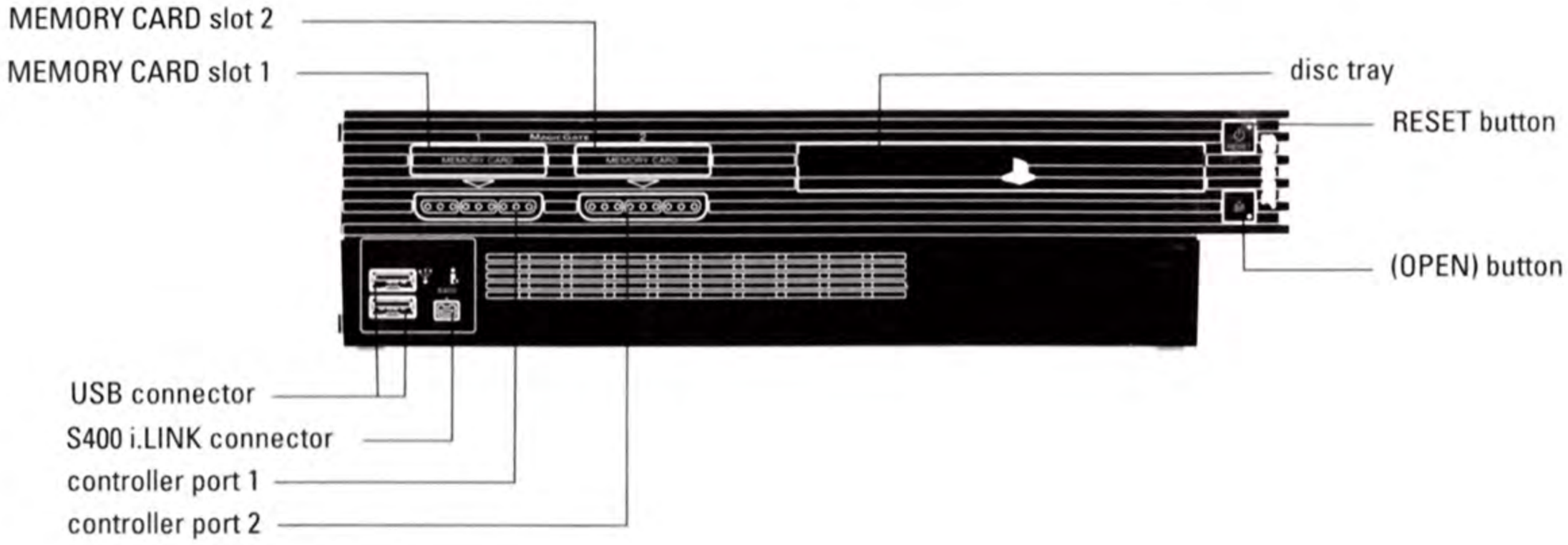
# The World of Chandar

Chandar is a shattered world, home to many races dwelling on a floating continent. There are the Orin, a human race inhabiting the foothills; the Kemarrans, women warriors who roam the Kemarran Highlands; the Dagani, a race of humanoid amphibians claiming the swampy depths; and the Sarojin, a curious breed of mystical lizard people.

# Getting Started

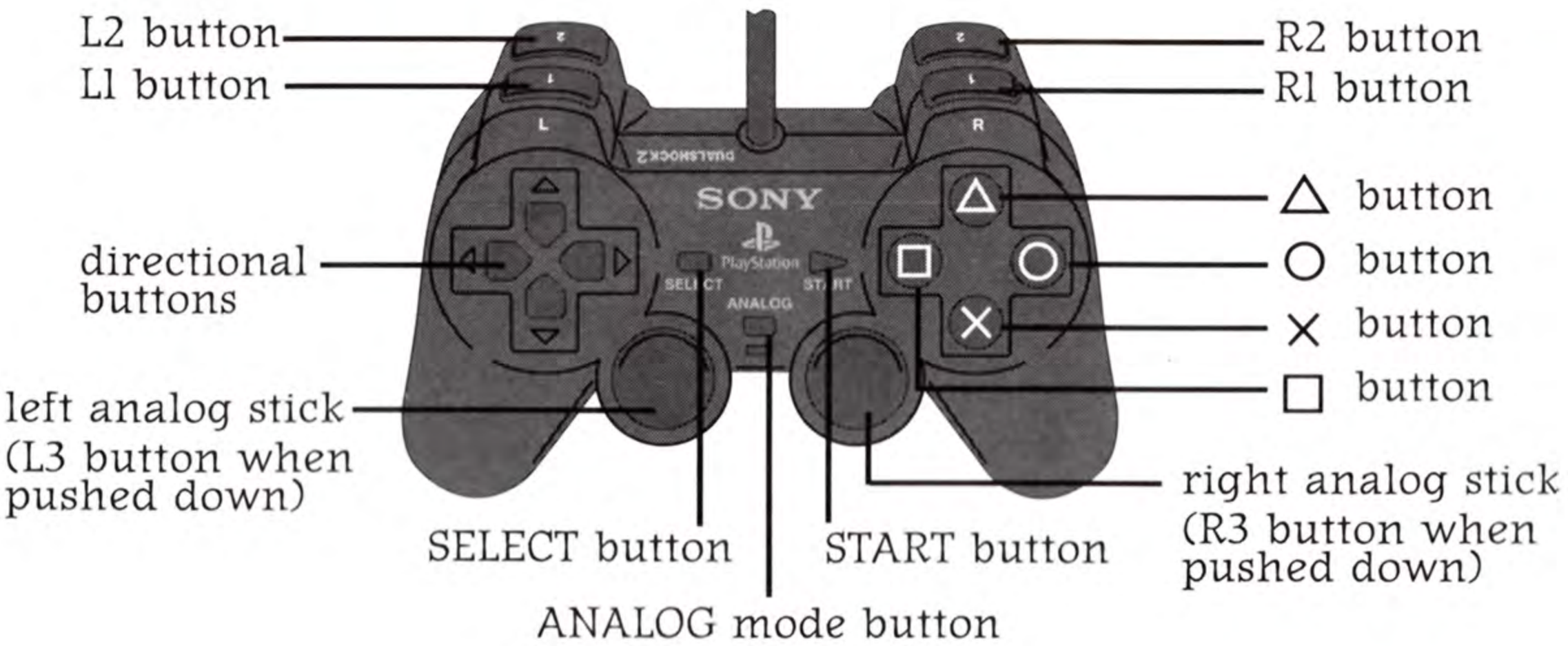
## PlayStation®2
## computer entertainment system




Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual.
Make sure the MAIN POWER switch (located on the back of the console) is turned on.
Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open.
Place the The Legend of Alon D'ar disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close.
Attach game controllers and other peripherals, as appropriate.
Follow on-screen instructions and refer to this manual for information on using The Legend of Alon D'ar.

# Controller

## DUALSHOCK™2 analog controller configurations




| | |
|---|---|
| ○ | Toggle Explore Mode Heads-Up Display (HUD) on or off<br>*Notes:*<br>*Your party cannot interact with world objects while any HUD is up*<br>*Your party's movement is suspended while any HUD is up*<br>*Explore Mode HUD cannot be called while in combat* |
| × | Talk to Non-Playable Character (NPC) / Interact with game object |
| □ | Open Main Menu |
| Start button | Pause Menu |
| Left Analog Stick | Character movement |
| Left Stick Button (L3) | Nothing |
| Right Analog Stick | Camera movement |
| Right Stick Button (R3) | Toggle camera zoom mode |

## In Game Controls

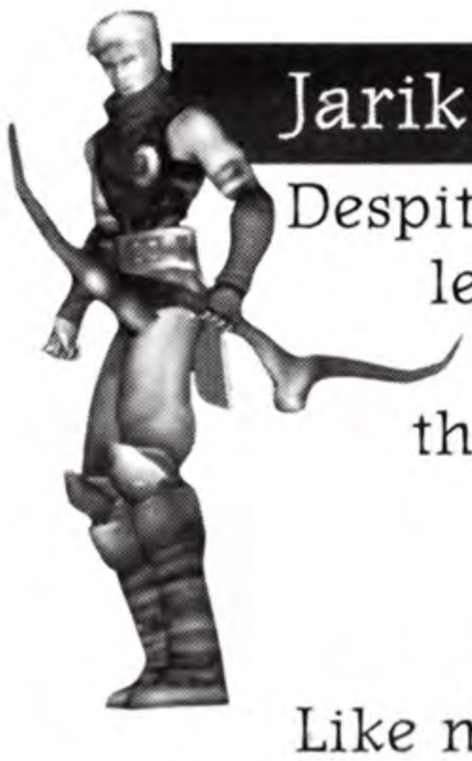
# MENU/INTERFACE CONTROLS

| | |
|---|---|
| ○ | Get detailed info on the highlighted menu option |
| × | Select item or area |
| △ | Cancel / Back out of a menu |
| L1 | Previous menu or item page |
| R1 | Next menu or item page |
| L2 | Next character in party. You must have more than one party member and be in Single-Player Mode. |
| R2 | Previous character in party. You must have more than one party member and be in Single-Player Mode. |
| Directional button Up | Previous menu item |
| Directional button Down | Next menu item |
| Directional button Left | Previous party character |
| Directional button Right | Next party character |

# COOPERATIVE MODE

| | |
|---|---|
| Controller1 START button | Pause Menu |
| Controller2 START button | Enter / Leave Cooperative Mode |

# Characters



## Jarik:

Despite his youth, Jarik is an able warrior, quick to learn new skills and a natural leader. He is driven to set right the world's wrongs and to discover the meaning behind his strange visions.

## Tahir:

Like most Dagani, Tahir is quick to anger and slow to trust, but once his allegiance is earned, it's unbreakable.

## Tylonee:

Leyalla's older sister, Tylonee is a Dagger of Virtue and bonded to her Dragonette familiar, Yil.

## Sundeep:

A Sarojin master of the Wyrd, Sundeep's arrogance often causes him trouble.

## Leyalla:

A beautiful and mysterious Kemarran, Leyalla shares a strong attraction with Jarik.

## Lord Grandar:

Hot blooded and haughty, Lord Grandar is the ruler of Hollow Grange.

## Nefreet:

The village seer. One of the few who controls the mysterious Wyrd and a boon of wisdom through her prophetic visions.

## Yil:

Tylonee's familiar. Yil can fly and attack enemies with her fiery breath, or heal friends with her magic.

# Safe Havens

Ages ago, the Sarojin mages discovered "translocation points" which existed in the Floating World. These were locations where the power of the Wyrd was so concentrated, they could be used to instantaneously travel the great distances between them.

Realizing both the potential and danger of these points, the Sarojin took control of them, turning them into Safe Havens where travelers and traders and other peaceful folk could find sanctuary.

No being can use the translocation points without the consent of the Sarojin. Safe Havens transport a character temporarily to the city of Sahn Su'Nesh, before sending them on to their destination.

Naturally, any Sarojin may use them freely, as Sarojin mages and scholars have done for centuries during their required Wanderings. Thus, if someone travels with a Sarojin, they gain access to the translocation points as well. It is rumored that every region has one, but their exact locations are unknown.

## At a Safe Haven the party may:

- Save the game
- Translocate to a different Safe Haven provided that they have the proper token or help from a Sarojin mage.
- Automatically become fully healed and have all their magic points restored
- Spend Gold to buy new skills

## Translocation Nodes

The Sarojin have also created Translocation Nodes, which are used to transport people and objects over short distances. Again, only a Sarojin can activate these nodes, and each one only allows travel to one location. Translocation Nodes do different things: some may transport the party, others may transport just an individual or an item. Pressing the X button at a Translocation node activates it. Translocation nodes don't heal the party, function as save points, or allow a character to buy new skills.

## Save Points

You can save your game at these monoliths by walking up to them and using the X button. Games can also be saved at Safe Havens.

# Interface Screens

If you are in the main menu, you can cycle through the different interface screens by using the Rl and Ll buttons.

## Equipment Screen

This screen displays your character's name, status, health points (HP), magic energy points (MP), stats, available proficiency points (PP), and gold. Also shown are their weapons, anything they are wearing and items on their belt. Use the Directional button to cycle through the characters and press the ✕ button to select one.

During combat, the Items in a character's hand and belt can be accessed by pressing the ✕ button. Outside of combat, use the ○ button to bring up the HUD, then use the Directional button and ✕ button.

While in the inventory screen, you may select items using the Directional button. Pressing the ✕ button with an item selected brings up an option menu for that item, allowing you to swap it between the hands, belt, inventory, other characters, or discard it. Discarded items are lost and cannot be picked up again. Pressing the ○ button with an item selected brings up that item's statistics.

## Hand Slots

There are two Hand slots: the "Right Hand Slot" and the "Left Hand Slot."

Only Weapons and Magic Focal Items may be placed in the Right Hand Slot.

Only Shields may be placed in the Left Hand Slot.

When combat occurs, the characters will use the Items currently equipped in their hand slots.

"Single-Handed" weapons always appear in the right hand of a character.

"Two-Handed" weapons and magic focal items always appear in both hands of a character.

Shields always appear in the left hand of a character.

While using any Two-Handed item, any shield equipped in your left hand slot will not be used.

Switching between Single-Handed and Two-Handed items automatically places and removes the shield as necessary.

## Belt Slots

The eight "Belt slots" let your character select items for quick use during combat via the Combat pop up (which is described under Chapter 8: Combat)

## Wearable Slots

There are four "Wearable Slots" which may be used to equip the character with Armor, Rings, Bracers, Amulets, etc.

*Note: Only one piece of armor can be worn at any given time.*

## Inventory Screen

This screen contains a General Inventory for the entire party and is separate from the personal inventory each character has on the Equipment Screen. Use the Directional button to cycle through the items and the ✕ button to select one and bring up its option menu. Pressing the ○ button with an item selected brings up that item's stats. When an item is selected, red and green numbers will appear in boxes next to the character's portraits to indicate if this item is better than the one currently in use by that character: green if it is better, red if it is worse. If the items are comparable, then there is no feedback.

## Skills Screen

This is where you spend a character's proficiency points (PP's) to increase the level in skills that you already have or to buy new skills using gold if you are at a Safe Haven. This screen shows a character's name, rank, health points, magic energy points, stats, available proficiency points, and gold. Use the Directional button to cycle through the characters and press the ✕ button to select one.

Then use the Directional button to cycle through the two categories: Weapon and Magic (note: Tattoo and Special skills can-

not be increased), and use the ✕ button to select one. Each of these has their own sub-menu under Items. As you cycle through the items (using the Directional button), you will see the skills you currently have and how many PP it will take to improve them. Skills can be increased whenever you have enough PP. Initial new skills can only be bought with gold at a Safe Haven.

## Quest Items

This screen shows all the quest items your party has. Quest items are necessary to advance the game, and are never under your control. They are used automatically as they are required even if they are not displayed in the Quest Item List. Quest items do not occupy slots in the inventory, belt or hands.

## Quest Log

This is where you can see your open quests and completed quests. Use the Directional button to navigate the screen and the ✕ button to bring up the information on the selected Quest. The Quest log is very useful for keeping track of what your party needs to accomplish. Quests with * next to them must be completed to advance the story.

## Collectibles

Here is where you can keep track of the number of collectible items you have and who you must report to when you've acquired all of them. When all of one type of Collectible has been found and delivered, the party is rewarded with Proficiency Points and possibly a magical item or weapon. Quest Collectibles are never manually "Used" by the player, they are only used automatically throughout the course of events in the story.

# Explore Mode

During "Explore Mode," characters' hands appear empty and the items that are in the "Hand" slots are considered slung on the characters' body. When the party enters a Combat Situation, they draw their weapons.

Each character may have one weapon or Magic Focal Item ready. This is the item they will use first if a combat situation develops. In addition, if the weapon is single-handed, they may use one shield in their Left Hand slot.

A character may also have eight items on his or her "Belt" that can quickly be placed in the Hands or used straight from the Belt by toggling to them using the ✕ button and using the Directional button and ○ button. Only weapons, magic focal items and potions can be placed on the Belt.

All other items belonging to the party are kept in the General Party Inventory that can be accessed by any party member. Up to 16 items can be in the General Party Inventory.

During Combat, items can be automatically switched between Hand slots and Belt slots by toggling to them within the HUD display, using the Directional button to toggle through the selections. Press the ✕ button to use an item.

Switching items to and from the General Party Inventory to either the Hand slots or the Belt slots requires you to open the General Party Inventory Screen and select from the displayed items. This cannot be done in "combat situations."

Occasionally, the party will be split up into Individual Mode so that they can solve puzzles. This begins and ends automatically. When the party is in Individual Mode, the player may cycle between the characters using the L2 and R2 buttons.

# Combat

Combat begins when the characters draw their weapons (located in the right hand slot) and the combat interface comes up. The combat interface displays the character's portrait, a green health bar and a blue bar that shows their remaining Magical Energy Points. When combat starts, characters can attack at any time (there is no initiative that determines an order). The default order for the party to act in is the same as the order they move in. To change the order, use the Directional button to select the character you want and then use the X button to select them. When a character is selected, the item in their right hand and the items on their belt are listed. Use the Directional button to toggle the items and press the X button to use the selected item. The default item will be whatever is in that character's hand (the last item used). Using some items, like magical orbs, will bring up another menu. Again, use the Directional button to toggle the selections and the X button to select.

Once you have chosen an item, use the Directional button to cycle through the targets and the X button to select one. If a selected target is out of range, the character will automatically move into range. In Two-player mode, each character has their own color-coded targeting arrow. Targeting a creature shows the percentage of health points that the creature has remaining.

Before taking an action, a character can be manually moved using the left analog stick, while Player 1 can control the camera using the right analog stick. Note that there is a Combat Zone that the characters and creatures can't move out of.

Once you give an action to a character, that action cannot be stopped. However, if something in the game prevents the action (the target dies, the character can't reach the target, not enough MEP, etc.) then the action will stop and that character will be ready for a new action.

Each action has a recovery time. Recovery time is based on the particular action and/or item and the character's skill. While a character is recovering, they are unable to move or take other actions. The recovery time remaining is shown by the red bar in the combat interface.

Combat ends when all the creatures are dead, or when all party members become incapacitated. When a character reaches zero health points, they are incapacitated and are unable to take any further actions in that combat. After combat, all incapacitated characters can move and take actions, but they have only one health point and one magic point. When all party members become incapacitated, you will be taken to the Main Menu, where you will be able to reload the game.

The party cannot interact with items while in combat. The party does not take damage outside of Combat. However, Critical Hit damage (e.g., Poison) inflicted in combat may not finish until after the combat has ended.

# Gaining Proficiency Points and Treasure

When the party kills a creature they receive Proficiency Points. These points accumulate and can be spent on improving a character's skills (see Skills screen). Each character has their own pool of points. When a player accumulates enough proficiency points, they gain a level. A level-up increases a character's maximum health points and magical energy points. After a few level-ups, a character's appearance changes depending on the skills in which he or she is trained.

Items and gold may be found by killing creatures, opening chests, or purchasing them from merchants. To open a chest, move a character in front of it and use the ✕ button.

When the party buys or acquires an item, the item is placed according to a standard placement path. Starting with the active character (i.e. the one who initiated the sale, opened the chest, etc.) the game will try to place the item in character's hands, character's belt slots, character's wearable slots, party inventory then through the party in the fixed march order. If there are no available slots anywhere, the item cannot be purchased or taken until something is sold, dropped, or used. In Co-Op Play, acquired items follow normal item placement path (as above) except that Jarik will be used as the active character for purposes of placing items.

# Two-Player Mode

If the party has more than one character, a second player may join the game by inserting in a second analog controller and pressing START button. Player 1 will control Jarik and the third character (when that one has joined the party) and Player 2 will control the second and fourth characters (when they've joined the party). Each character has their own color arrow to show which enemy they are targeting. When in Two-Player mode, only Jarik can trigger combat or dialog. Any character may open a chest, pick up an item, open a door or pull a lever.

# Credits

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The Legend of Alon D'ar

# Technical Support

Before contacting Ubi Soft Technical Support, please carefully read through this manual. Also, help is available online at http://www.ubisoft.com/support. If you are unable to find an answer to your question using the website or the manual, please contact us via one of the following methods:

## CONTACT US OVER THE INTERNET:

http://www.ubisoft.com/support

This site takes you to the Ubi Soft Solution Center. Here you can browse our FAQ listings, or search the solution database for the most recently updated information since the game's release. Or, for fastest email response, you can send in a request for Personal Assistance from a Technical Support Representative.

## CONTACT US BY E-MAIL:

For fastest response via e-mail, please visit our website at: http://www.ubisoft.com/support

From this site, you can enter the Ubi Soft Solution Center where you can send in a request for Personal Assistance from a Technical Support Representative. You can also contact our Ubi Soft Support by e-mailing them directly at: support@ubisoft.com.

It may take anywhere from 24-72 hours for us to respond to your e-mail depending upon the volume of messages we receive and the nature of your problem.

## CONTACT US BY PHONE:

You can also contact us by phone by calling (919) 460-9778. Note that this number is for technical assistance only. We cannot give hints or tips over the Technical Support line. When calling our Technical Support line, please make sure you are at the game. Be advised that our Technical Support Representatives are available to help you Monday - Friday from 9 am - 9 pm (Eastern Standard Time), excluding holidays. While we do not charge for technical support, normal long distance charges apply. To avoid long distance charges, or to contact a support representative directly after these hours, please feel free to use one of the other support avenues listed above. e-mail responses usually receive a response in less than 2 business days. If we receive your e-mail, you will receive a response!

## CONTACT US BY STANDARD MAIL:

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TO RETURN WITHIN THE 90-DAY WARRANTY PERIOD:

Please return the product (media only) along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing including your name, address and phone number to the address below. If the product was damaged through misuse or accident, or if you do not have a dated sales receipt, then this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period.

TO RETURN WITHIN THE 90-DAY WARRANTY PERIOD:

Please return the product (media only) along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing including your name, address and phone number to the address below. If the product was damaged through misuse or accident, or if you do not have a dated sales receipt, then this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period.

TO RETURN AFTER THE 90-DAY WARRANTY PERIOD:

Please return the product (media only) along with a check or money order for the amount corresponding to your product (see replacement fees below) made payable to Ubi Soft, a brief description of the difficulty you are experiencing including your name, address and phone number to the address below.

## ADDRESS:

Ubi Soft Replacements
2000 Aerial Center Pkwy, Ste 110
Morrisville, NC 27560
Phone: 919-460-9778
Hours: 9am - 9pm (EST), M-F

## REPLACEMENT FEES

Our most recent replacement fee schedule is available online. Please visit the support section of http://www.ubisoft.com for an updated price list

WARRANTY ADDRESS AND CONTACT INFORMATION:

Email: replacements@ubisoft.com

Please use a traceable delivery method when sending products to Ubi Soft.

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# More worlds to explore, more paths to conquer...

*Each Shall Rise To Meet Their Destiny*

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*Explore the Mystery. Unlock the Power. Become the Master.*

## Jade Cocoon 2

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